MYSTERY ON THE SS EMPEROR

A ONE-SHOT HORROR ADVENTURE IN THE WORLD OF 1920'S ELDRITCH HORROR EARTH

SAVAGE WORLDS
FAN PRODUCT

ACROSS THE REALMS

MYSTERY ON THE SS EMPEROR

A ONE-SHOT HORROR ADVENTURE IN THE WORLD OF 1920'S ELDRITCH HORROR EARTH

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MYSTERY ON THE 'SS EMPEROR'

A ONE-SHOT HORROR ADVENTURE IN THE WORLD OF 1920'S ELDRITCH HORROR EARTH

November 3rd 1920, off the coast of Rhode Island

An sos signal is sent to the coast guard from the cargo steamer *SS Emperor* a few miles out at sea, warning about a murder on board. The suspect, a south African practitioner of voodoo, has been confined in the ship's brig while the murdered **Dr. Lee** and another deceased sailor, a Moroccan national, have been placed inside the ship cold storage.

The captain desperately wants to incriminate the South African, have him booted off the ship and continue his course towards the British isles. If the investigators get too close to the truth, he will not hesitate to use violence to get rid of them.

The players include a police investigator, his assistant, a lawyer that works for the shipping company and a mayor's office clerk. Each of them has a particular goal and a secret that involves a facet of the cthulhu mythos.

HOW TO USE THIS BOOK

This adventure has been designed with the intent of having a group of players experience a horror mystery story in a single three to four hour session. Your players need not be experienced with *Savage Worlds* although any proficiency with the system will prove useful in both running the game smoothly and finishing it on time.

The ideal setup for the group is to have four players each of whom will take control of one of the four pre-generated characters written for this story. If you happen to have a fifth character the suspected killer MusawenKosi is an interesting option for that although you will have to generate their full character sheet yourself.

If you have access to the **Savage Worlds Horror Companion**, you can also incorporate the rules for **Sanity** found there. If not, you can simply use the Fear rules found in the **SWADE** core rulebook and add at least a modest penalty to all fear checks to make your players a little bit more uncomfortable - as they should be in a horror setting!

The story presented below throws the players in a murder mystery with groups of NPCs that have their own agendas and incentives. Make sure that you go through the entire book before you run the game so that you have a good understanding of what is happening on board the SS Emperor and beyond. All the NPCs will be doing their own thing while the players are investigating so make sure you are comfortable with how each major antagonist is going to be acting. That being said - there is no right and wrong way to play the NPCs just as long as an interesting and horrifying story is presented to your players.

Remember that this is meant to be a horror story so the player characters are not meant to feel safe. If they seem to be enjoying their stay on the ship, throw a monkey wrench in the works to rile them up!

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3D PRINTABLE MINIATURES

This adventure has been published alongside a bundle of 3d printable miniatures (commonly known as .stl's) that fit the setting. If you are playing with miniatures then feel free to check out our webstore at **MyMiniFactory.com** where you can find all our digital miniatures selection.

SARAH ROBINSON, THE LAWYER

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CHARACTER SELECTION

THE INVESTIGATORS

This adventure is meant to be played with the following four pre generated characters. Have your players each look at the brief description of each character (see **Appendix - Handouts**) and have them pick them without reading into their full bio which includes their secret. Once a player has committed to a character they are free to read their character's entire description.

If you wish to incorporate this one-shot into a wider campaign, or you simply want to shake things up with different actors, you should always feel free to make your own characters. Just make sure you have read the entire adventure before you do so, so you can fit the characters to the story.

You can also find the main characters in the **Appendix - Handouts** section which you can print and give to your players for your convenience.

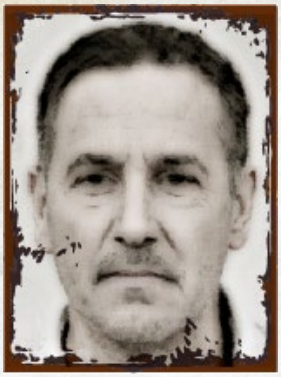
LT. LEWIS CHAPMAN

SARAH ROBINSON - THE ATTORNEY

An attractive young lawyer with a silver tongue and razor sharp wits. She represents A2 Global, the company that owns the ship.

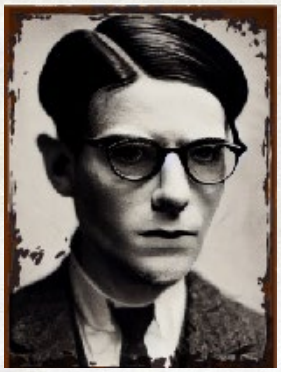
DETECTIVE AUSTIN O'DONNELL

Austin is a 23 year old young Irish investigator. He is Lt. Lewis Chapman's partner as a shadowing junior officer.



DETECTIVE LT. LEWIS CHAPMAN

Lewis is a 59 year old rugged police officer with more than 30 years of experience in the streets of New England. He is the head of the investigation for the reported murder.



ANTOINE WELCH - THE MAYOR'S ASSISTANT

Antoine is a tall, slim 40-year old french-american business administration major with a gaunt long face. He works at the mayor's office as a clerk and he was sent to accompany the police investigation as the mayor's liaison.

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THE ADVENTURE

WHAT HAPPENED?

The ship belongs to a Canadian company that is controlled by a cult of the Old Ones. The company CEO, Lucas Glenn, is the supreme priest in the cult and has used his position and power to have an important artifact brought back to the cult's temple in the British isles. The captain of the SS Emperor along with a substantial number of crew are all low mid and low level cult members.

The ship sailed from Santiago, Chile and was scheduled to go through Panama and then to Liverpool, England. However, the CEO had the ship make a secret detour to the Galapagos to load a slumbering Shoggoth found in the excavations there. This detour was not to be recorded anywhere and it was imperative that no uninitiated would know about it.

The **Shoggoth** was placed in a giant wooden crate, covered with a black canvas filled with chalk-written sigils of protection meant to keep the **Shoggoth** in its slumber.The crate along with the monster weighs 60 tons and has been placed on the bottom of **hold No 3** half covered by iron ore.

THE QUARANTINE

The 10 cultist crew members including **captain Tomas Miller**, have conspired to stage a viral epidemic on the ship to quarantine the vast majority of the crew for long enough until the detour to the Galapagos can be complete without anyone realizing. The doctor, **Dr. Lee Chiang** (female, Korean/American, 33) was forced to diagnose a deceased crew member (**Hamza Raihani**, Moroccan male)with virulent pneumonia although she suspected asphyxiation. The diagnosis allowed the captain to order the quarantine of the target crew members. Dr. Lee was well aware that the sailor died of asphyxiation but she could not prove that he was murdered.

THE SHOGGOTH

The Shoggoth is an ancient amorphous giant creature that is way too powerful for anything in the realm of mortals. There is no need to provide rules, attributes, descriptions or really anything resembling a game master guide to this monster. Assume that this creature can do anything that is sufficiently horrifying and fitting for a cool scene. Letting the beast loose is a great way to end this adventure with a giant bang!

MURDER OF DR. LEE

Dr. Lee was a complication for the cult's plan and so she had to be removed. Two sailors, **Chang Ruogang** (chinese) and **Fred Gusmao** (portugese) were ordered to tail her and murder her with no witnesses. The two cultists grappled Dr. Lee, choked her and banged her head on the bulkheads until her skull caved in. Then, the captain hastily concluded that she fell during a storm and broke her neck. Her body was then covered in a body bag and stored in the **ship's cold storage** next to the dead Moroccan.

Dr. Lee kept a **journal** (see Appendix - Handouts) in her quarters in the **back of the hospital.** There she goes through the intimidation she suffered from the captain and her notes on certain crew members being too distant. These crew members include the captain, 1st assistant engineer and several lower ranking sailors.

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She was fearful for her life and even applied to leave the ship by means of no-touchdown in Rhode Island (her application is still in **the captain's quarters** in the rejected pile). Shze hid her journal inside a secret compartment in the hospital. She also stole a flare gun and a kitchen knife and stashed them at the same spot.

MUSAWENKOSI, VOODOO PRIEST

MusawenKosi is a 40-year old charismatic male that is surprisingly well educated for his background. He is a **voodoo practitioner** and has some knowledge on the eldritch horror mythos through the practice of voodoo. He was **close with Dr. Lee** and was enraged when she died, suspecting the captain to have ordered her murder. He is certain that she was murdered and he knows that she was being intimidated by the captain and some crew members. He forced his way to the **radio room**, assaulted the radio officer on duty and locked himself inside long enough to send out the murder signal in morse code. Minutes later, the crew broke inside the radio chamber and apprehended MusawenKosi, placing him under arrest in the **store room below the forecastle (area 39).**

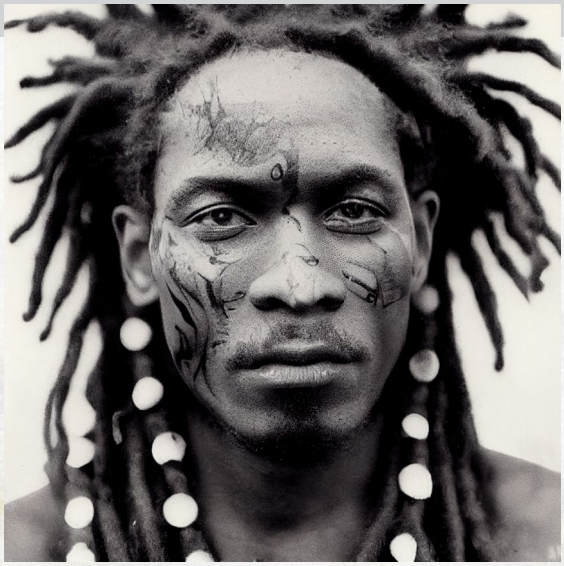
MusawenKosi has also been mentally assaulted by the cultist priest **Gunnar Moen**, an otherwise lowly Norwegian sailor who is actually the highest ranking cultist member on board the ship. Gunnar has used his **Mind Wipe** spell to implant the memory of MusawenKosi killing Dr. Lee by strangling her with his bare arms.

If he is interrogated by the PCs, MusawenKosi will eventually crack and **admit that he killed Dr. Lee** but he will do so while in tears admitting that he loved her and never wished her any harm. His account of killing Dr. Lee will include him strangling her. However he has distinct memories of him being convinced that the captain and his lackeys killed her. This will make no sense to MusawenKosi which is something **that will gradually drive him insane** as he is forced to doubt his own memories. The eldritch energies emanating from the Soggoth will affect him and eventually make him murderous and psychotic, blabbering about the end of the human race and the coming of the destroyer of worlds.

SS EMPEROR DECKHAND

THE VOODOO PRIEST

MusawenKosi is one of the major weapons in the GMs arsenal to initiate either the horror or the action, whichever suits the group best. His knowledge of voodoo is an opportunity for him to convey important occult information to the players. Or maybe he knows of a ritual that can tap in time to allow the players to experience the events of the murder first hand. Maybe he has the ability to imbue the power of speech to the dead so that Dr. Lee can speak to the players. Since it is impossible to predict what the players will do with their chance to interrogate the South African, you should think on your feet and grab an opportunity to progress the story at any moment.



PLAYING THE SCENES

ARRIVING AT THE SHIP

The player characters will meet at the Newport city docks where three coast guard officers and their speedboat will be waiting for them. The coast guard are not aware exactly why the **SS Emperor** has anchored just off the coast of Newport but they have been ordered by the mayor to take the players to the ship. Due to the rough weather, the coastguard will have to wait for the players at shore. A flare gun with one flare is handed to **Austin O'Donnell** which is meant to be used as a signal for the coast guard to come back and get the PCs back to shore.

THE CAPTAIN PITCH

Captain Thomas Miller will welcome the players aboard and take them to the Officer's Mess to fill them in on the situation. Here is his take on what happened.

``We have this fella on board, a South African, MusawenKosi is his name. He is in voodoo I think. Tattoos everywhere on his body. Anyway, he seemed to have taken a liking to our doctor, Dr. Lee Chiang. He wanted to get intimate with her, or so my crew told me. It seems that things didnt work out for him so he decided to strangle the poor woman… sick bastard. Anyway, my men confronted him and a fight broke out. He made his way to the radio room, locked himself inside and sent out that SOS message to you. I guess he figured that his last chance was to try to take control of the situation and try to blame the murder on someone else.

Look officers. I understand you have a job to do but so do I. We have the murderer locked up in the oil and paint storage in the forecastle of the ship. Feel free to interrogate him all you want. I just want this thing to be over so we can continue our course. We have a long way to the British Isles and every minute we stay still costs a fortune to me and my employer.''

The captain will be happy to accommodate the investigators for whatever they need. The captain will only start to become riled up if the investigators start suspecting anyone else besides MusawenKosi.

THE FRAMING

Wanting to keep the authorities out of the cult's affairs, after MusawenKosi's signal went out, the cultists went into damage control. **Gunnar Moen**, decided to use his **Mind Wipe** spell to implant the memory of MusawenKosi killing the doctor. Gunnar will be on the side of his captain at all times, playing the part of a lowly deckhand while at the same time being able to subtly control the situation. **Captain Miller** will throw the odd look to Gunnar as if asking for guidance during the possible interrogation initiated by the players.

(**Hamza Jouiti**, 24 Moroccan male, light build and El **Madanni Bikri**, 19 Moroccan male, both armed with steel pipes / light clubs) will be making sure no one disturbs their master. They will always make sure to stay near Gunnar.

THE COLD STORAGE

This room is where food is stored and also where deceased crew members are placed until a proper burial on land can be arranged. The frozen food in the storage contains a very large number of crustaceans and shellfish.

The bodies of Dr. Lee and Hamza are inside large canvas bags in one of the freezers. A **Notice** or **Healing** test with a -4 modifier can reveal to an investigator that Dr. Lee was attacked by two individuals rather than one. It is impossible to conclude whether or not Hamza actually died of pneumonia but the signs of asphyxiation are there.

When the effects of the Shoggoth start materializing, the two dead bodies will animate into **zombies**. They will slowly get out of their canvas bags and attract the attention of a nearby sailor by banging on the door. When the sailor opens the door he will be grabbed by the zombies and killed before letting out a sharp cry of anguish. From that moment on, two zombies will be loose around the ship. The zombies will be naked and their skin will still be icy white from the freezer.

MAIN DECK

This is the longest part of the ship where steel containers are often decked on top of each other. There are two masts each with a set of four cranes that are used to haul cargo. Steel staircases lead to the poop deck (back), the forecastle (front) and the bridge deck (center). Being the deck with the closest access to the sea, this is where the players will board from the coast guard speed boat.

THE SHIP

The SS Emperor is a 350 ft. long and 45 ft. wide ship with several decks and cargo holds. The ship is not built for comfort so most cabins have very rudimentary features for the day-to-day requirements of lowly deckhands. Only the cabins of the officers and petty officers have some semblance of comfort and personalized space. Each area in the ship is accessed through a small hatch or airlock that goes through a bulkhead. The ship is metal with some wooden parts in the bridge area where the crew passes most of their time.

The ship has several pinnaces and life rafts on board. It has a steam engine that runs on coal. A group of two stokers is always busy at the fire room, maintaining the boiler pressure to optimal levels. The temperatures at the fire room are extremely high and anyone not used to these conditions will find it very uncomfortable. Any fights that break out there should force each combatant to make a Vigor roll every turn or become distracted.

THE CARGO HOLDS

The ship is carrying a moderate amount of coal and iron ore. The iron ore in cargo holds 3 and 4 is not enough to completely cover the giant canvas covered crate that contains the Shoggoth. The bump is immediately obvious and with a bit of digging - even by hand - the black canvas with the chalk will be revealed. It takes a Strength test with a -4 modifier to reveal the crate.

Erasing a substantial part of the chalk markings will cause the Shoggoth to awaken in a matter of minutes...

CREW ACTING STRANGE

While the investigators are on the ship, a fight will erupt between some crew members. A few crewmen will gang up on a **Kaseeb Bouali** (Moroccan male, deckhand 24, broken english). Even if the players are there to witness the event, before anyone can intervene the gang will break off, leaving the young deckhand bloodied on the floor. The reason he was beaten up was because he is aware of the detour in the Galapagos after he overheard a couple of cult members (**Aziz Kermali** and **Timothy Rees**) talking about it right outside his locked cabin.

The players might realize something is up when they see Kaseeb with a fresh swollen and blackened eye. If the players confront Kaseeb, he will be hesitant to speak but will eventually blurt out the information below. From this point on, the cultists will be busy trying to guarantee the silence of any crew members that know the truth.

'I overheard Aziz and Timothy talking about something big being picked up from the Galapagos! These islands were never in our route - the captain must have changed it during the quarantine. The captain's gang that were all left out of the quarantine must have been doing something fishy - maybe picking up drugs or even booze! Who knows. You must protect me though! They know I know and if you call them out, they'll know it was me that ratted them out!'

MADNESS ON THE SHIP

The presence of the Shoggoth will cause eldritch energy to seep through the ship, imposing maddening effects on mortals. At any point when the PCs are overwhelmed with emotion (anger, fear, anxiety, rush) the ship bulkheads will appear as though they are twisting and twirling, causing the players to lose their way and end up in a random ship area. Each player must make a fear check with a -4 modifier. Then roll on the table below to see where the players end up.

If you are using sanity, this is a good time to have your players lose a point or two.

D12 ROLL

- 1 - The players find themselves climbing halfway down in one of the cargo holds. Have them make an Agility roll. On a failure they fall and suffer 2d4 damage.
- 2,3 - The players find themselves at the back of the poop deck. A sailor there helps them recover from their stupor.
- 4-5 - Top of the engine room, barely hanging from one of the railings.
- 7-8 - The heat from the fire room immediately brings the players to their senses.
- 9-10 - The players stumble in one of the ship's toilets.
- 11 - The players enter a random cabin
- 12- The players end up in the cargo hold, right in front of the unearthed giant black canvas crate. A whisper uttering the words 'set me free' repeatedly in their minds forces them to make a **Spirit** test at -2. Anyone that fails is compelled to erase the chalk markings from the canvas, setting the Shoggoth free. Anyone that succeeds on the test has enough time to attempt to stop the others by succeeding on an **Agility** or **Athletics** opposed test.

THE REST OF THE CREW

From the 35 crew members only ten are cultists. The other 25 are oblivious of what's going on and are merely doing their jobs. That being said, they are still loyal to the captain who is essentially their employer. From those crew members, only about half speak english with many being from Africa or East Asia and lacking any language skills. Treat them all as uncooperative in the reaction table. A raise in a persuasion check should bump them up to cooperative but don't forget the language barrier penalties!

Some crew members are already mentioned by name throughout the adventure. However, instead of attempting to name each one of the crew members, here is a list of names and nationalities that you can use for the crew members the players might interact with.

English
Filip Moss
John Moore
Henry Rogers
Tom Davidson

Greek
Pavlos Stavroglou
Nikos Kavvadias

Algeriani
Tarafah Bitat
Samien Morceli

Moroccan
Ruhul Oulehri
Ridouane Lemsih
Tazim Lalami

Malaysian
Mudrik bin Fareed
Abdul Maalik bin Saleel
Rajaa bin Izzaddeen

Chinese
Quan Fu
Cai Xun

Portuguese
Diniz Silva
Caio Roque

DIRE WOLF

Dire wolves are very large and feral canines often used by orcs as attack

THE TIME IS TICKING

As this is an investigative adventure that can end up having a rather slow pace, here is a scene that you can introduce at any point when you feel that the action is grinding to a halt.

A loud banging noise coming from the cargo holds causes the ship to wobble momentarily. Ceiling lights oscillate violently while anything not nailed down will fall to the floor. A sailor or two might lose their footing. The captain will order two of his initiated men to go to the cargo hold to investigate. In the meantime, he will order everyone, including the players to lock themselves inside their cabins (the players can be accommodated in the 1st officer's cabin).

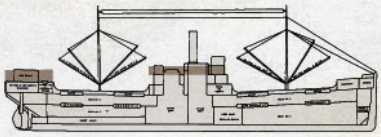
Regardless of what the players do, the captain and crew will go into panic mode as they realize that the shoggoth's cage might have been compromised. This is a great time to introduce the Shark Fiend (see below) to cause havoc on the ship as the PCs listen to the death screams of the crew as the monster butchers them one by one in the ship's dark corridors.

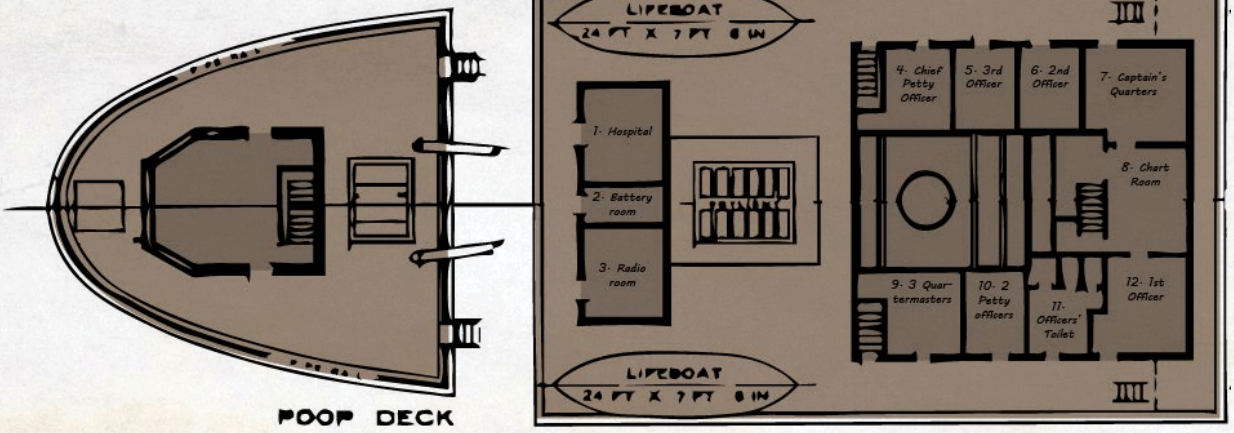
After this event has been triggered, it is a matter of minutes before the Shoggoth manages to fully escape its bonds.

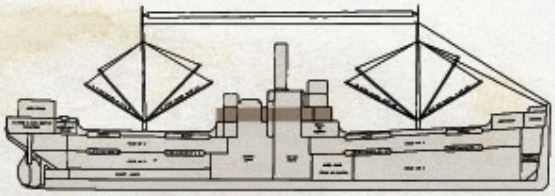
THE SHARK FIEND

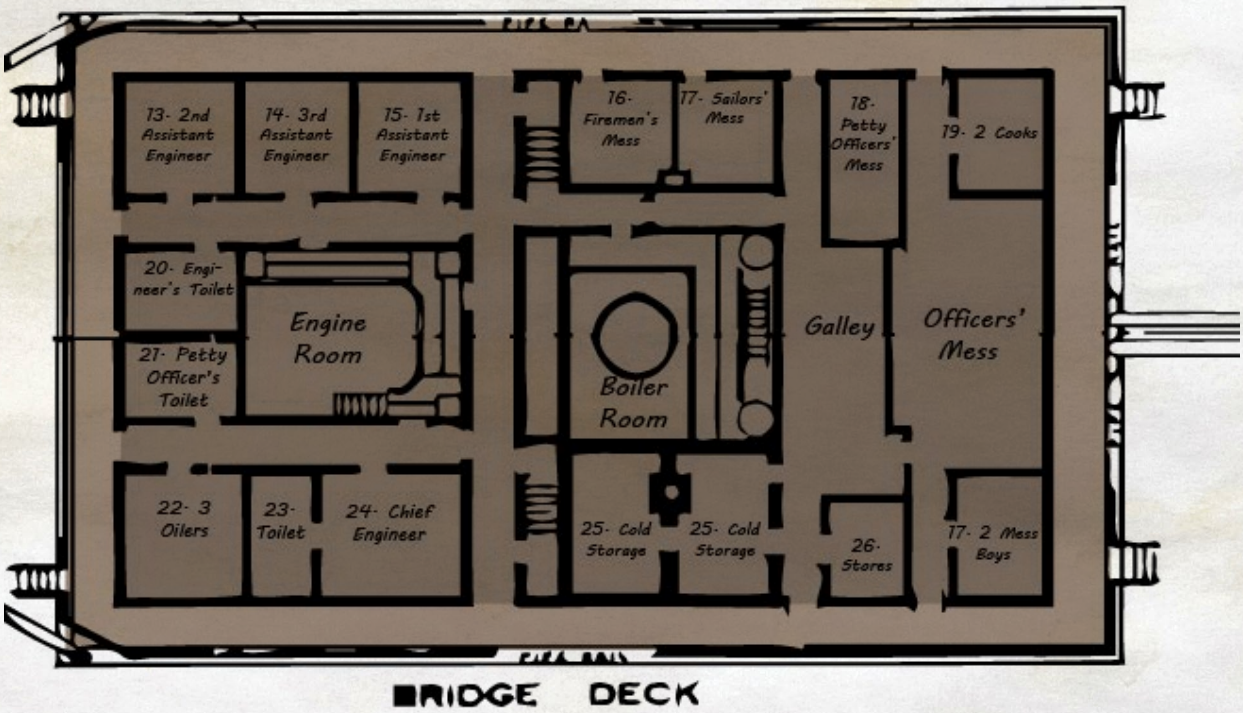
Even if the Shoggoth is not released, it will still be able to bring about one of its minions to terrorise the mortals. Tapping on the fears of those close to him, the Shoggoth will create a Shark Fiend that will go after anything living.

THE SHIP MAP









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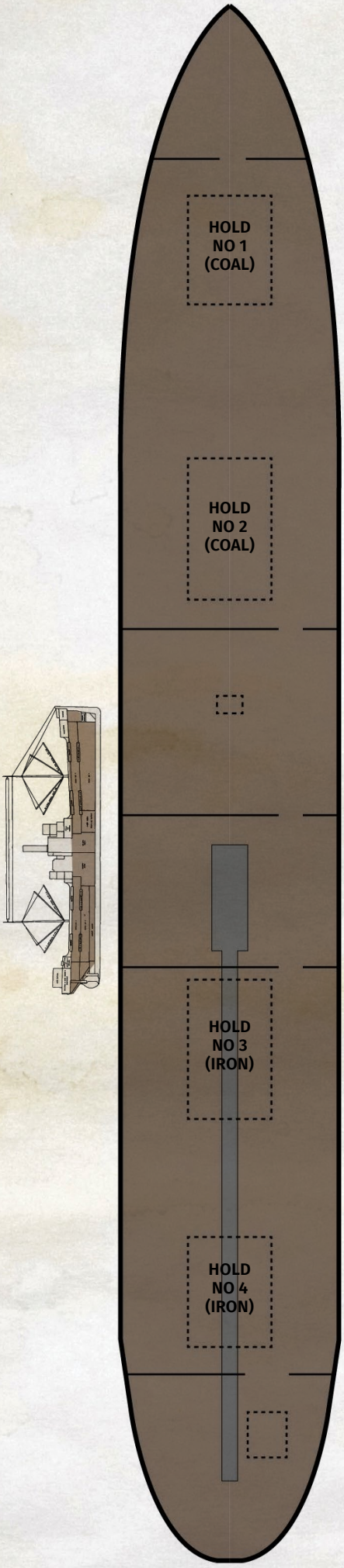

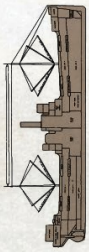

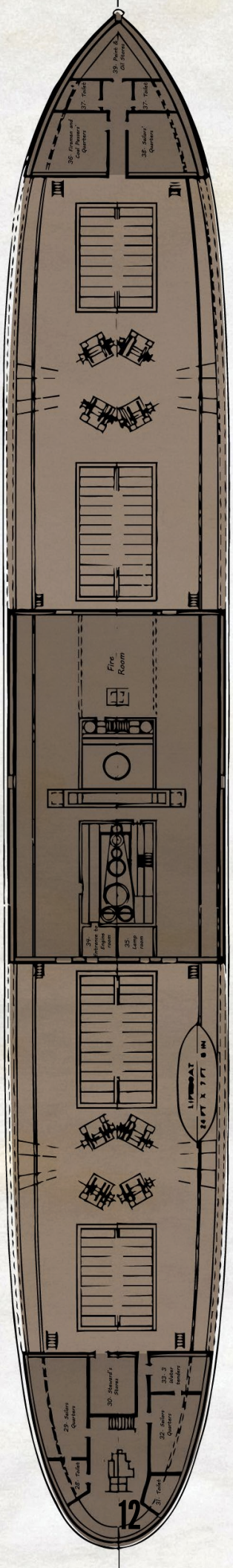

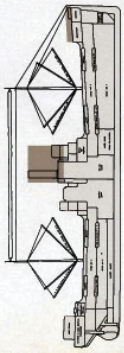

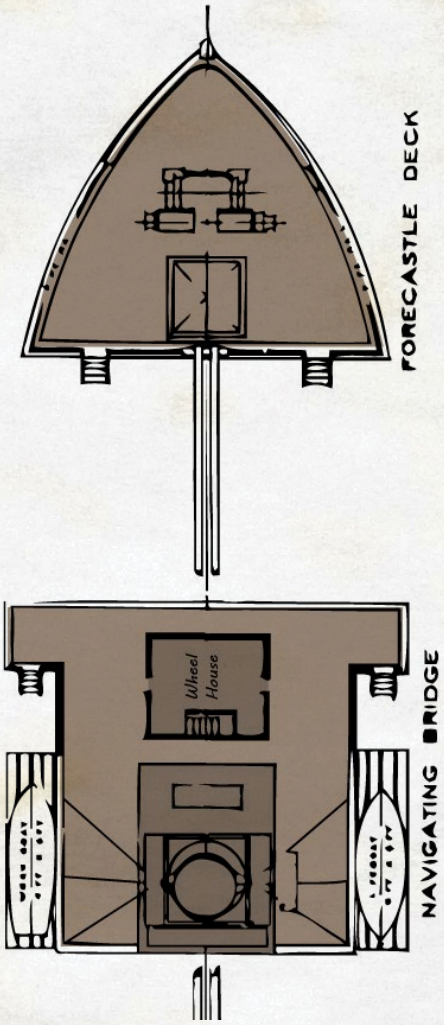

A2 GLOBAL LOGO

SS EMPEROR SIGN

ANTAGONISTS

GUNNAR MOEN

This scrawny lowly Norwegian sailor is actually the highest ranking cultist member on board. When the rest of the crew are not present, he is the one calling the shots and ordering Captain Miler around.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d6, Fighting d4, Intimidation d8, Notice d6, Stealth d8, Spellcasting d10

Pace: 6; **Parry:** 4; **Toughness:** 5

Edges: Arcane Background, Extra Power Points, Command.

Powers: *Bolt* (eldritch energy), *Fear* (visions of the old ones), *Illusion*, *Puppet.*

CAPTAIN TOMAS MILER

The commanding and charismatic captain of the SS emperor is a man of above average stature and noble composition. He is well mannered but also fully capable of assuming ultimate authority on board his vessel .

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Shooting d6, Notice d6, Stealth d8, Persuasion d8

Pace: 6; **Parry:** 6; **Toughness:** 5

Edges: Command

Weapons: 1911 colt (stowed in his quarters).

DECKHAND CULTIST

Use these stats anytime a deckhand is involved in anything that requires a test, including combat.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d4, Stealth d4,. Repair d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges: None

Weapons: None or sometimes light club (steel pipe or wrench).

WILLY THE STOKER

This giant man from Djibuti has been recruited by Gunnar Moen as a bodyguard for himself and the captain. He is loytal to both of them and will commit murder unquestionably on their command.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Athletics d6, Fighting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 8

Edges: Brawny, Brute

Weapons: A stoker's shovel, counts as quarterstaff.

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SHARK FIEND

This giant man from Djibuti has been recruited by Gunnar Moen as a bodyguard for himself and the captain. He is loytal to both of them and will commit murder unquestionably on their command.

Attributes: Agility d6, Smarts d8(A), Spirit d8, Strength d12+3, Vigor d8

Skills: Athletics d4, Fighting d8, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 11(3)

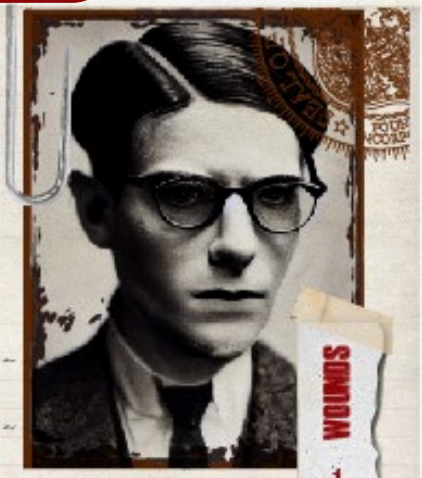
Edges: none

Special Abilities:

- **Bite:** Str+d6 (d12+d6+3).
- **Pincer:** Str (d12+3), raise on the attack means the defender is also grappled.
- **Armor +3:** Crustacean carapace
- **Size 2:** Over 9 foot tall and weighs 800 lbs.
- **Aquatic:** Pace 12"
- **Resilient:** Shark fiends can take one Wound before they're Incapacitated.

APPENDIX - HANDOUTS

Antoine Welch



Agility	d4	Height 511" (180cm)	
Smarts	d10	Weight 150 lb (75kg)	
Spirit	d10	Pace	6
Strength	d4	Parry	2
Vigor	d6	Toughness	5
		Power Points	10

Skills	
Athletics	d4
Common Knowledge	d10
Notice	d8
Persuasion	d6
Stealth	d4
Occult	d12
Research	d8
Spellcasting	d8
Healing	d6

Edges & Advances

Arcane Background (spellcasting)
Bad Eyes (-2 on trait rolls dependent on vision. Eyewear negates the penalty but have 50% chance of breaking when taking damage.)

Inventory

Sealed letter from the mayor, ceremonial dagger, eye glasses, two torn pages from an ancient egyptian manuscript containing the spells Evil Eye (Lower Trait, p.156) and Dust of Suleiman (Blind, p.156). A small leather pouch of sand from the egyptian pyramids allows Antoine to cast Havoc (p.162) once without spending Power Points.

WOUNDS -1 -2 -3 INC FATIGUE -2 -1

Antoine Welch - The mayor's assistant

Antoine is a tall, slim 40-year old french-american business administration major with a gaunt long face. He works at the mayor's office as a clerk and he was sent to accompany the police investigation as the mayor's liaison. Henry Fletcher, the mayor of Providence, wants to keep a close eye to anything that can endanger the shipping sector in his town as it is the livelihood of a very large number of his constituency. He has sent one of his assistants on board the SS Emperor to support the company and its assets foremost. He was also given a sealed letter from the mayor and instructed to hand it to the ship's captain.

What the mayor doesn't realize is that Antoine's father was tragically killed while working at the docks for A2 Global and the company managed to get away from paying out his insurance policy. The family had to deal with sudden poverty on top of the grief for the father. Antoine was scarred by this event and having the opportunity to damage the company is essentially a dark dream come true for him.

Antoine is a faceless bureaucrat to those that don't know him - like the mayor of Providence. But those few that do, know Antoine to be an occult practitioner and expert. He is known as 'Michel the Oracle' among the circles of the occult and besides making a very good living from the contributions of those that seek his services, he is also enjoying the high status he receives in this niche field. Antoine's personality while engaged with the occult is one of confidence and collected calmness that exudes strength. This is in complete divergence to his introverted personality that makes him hunch and lower his stature while in the presence of others in his regular day job clerk 'skin'.

Ideal - Power.

Goal - I want to accumulate knowledge and power. Knowing that which men were not meant to know is worth more than human life.

Secret - Being an occult practitioner with an alias is Antoine's secret.

Detective Austin O'Donnell

Agility	d6
Smarts	d4
Spirit	d6
Strength	d10
Vigor	d8

Height 6'3" (192cm)
Weight 189 lb (94kg)

Pace	6
Parry	7
Toughness	6

WOUNDS -1 -2 -3
INC -2 -1
FATIGUE

Skills

Athletics	d10
Common Knowledge	d4
Notice	d6
Persuasion	d4
Stealth	d4
Fighting	d10
Shooting	d6

Edges & Advances

Brave (+2 to fear checks, -2 on Fear table)
Heroic (Always helps those in need)

Inventory

Club, a pair of steel handcuffs, torchlight and a .38 revolver with 12 rounds in a leather belt holster.

Iron box that contains a flare gun and one flare. He wears a police uniform and hat and has a heavy police coat on.

Detective Austin O'Donnell - The junior investigator

Austin is a 23 year old young Irish investigator. His parents came to the United States when he was two years old and having faced racial discrimination and poverty, being admitted to the Rhode Island Police Department has been the best thing that ever happened to him. Austin is a motivated and positive individual. He is also a strong and athletic lad which, coupled with his kind manners have been his major assets in the police force.

In the docks, Austin will meet his partner Lt. Lewis Chapman with whom he's been working for the last couple of weeks.

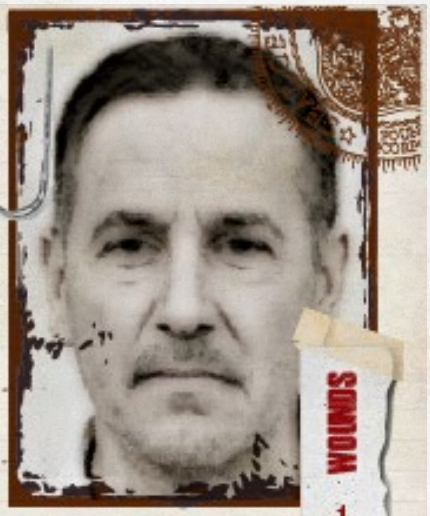
Ideal - Helping people in need and protecting the weak is the highest virtue.

Goal - I'd like to be the chief of police one day.

Secret - Ever since he was a child, Austin had very vivid dreams of him exiting his body and flying around in spirit form. In this state he could see the spirits of other people in their bodies. The dead would have no spirit while those who slept or were unconscious in any way could have the spirit detached from the body. He has been having those dreams for too long and the idea that they might be in fact real has been in his mind for quite some time.

Trivia- Austin is dreadly affraid of sharks.

Detective Lt. Lewis Chapman



Agility	d6
Smarts	d8
Spirit	d10
Strength	d6
Vigor	d6

Height 58" (176cm)
Weight 153 lb (76kg)

Pace	5
Parry	5
Toughness	5

WOUNDS -1 -2 -3
INC -2 -1
FATIGUE

Skills

Athletics	d6
Common Knowledge	d4
Notice	d10
Persuasion	d6
Stealth	d6
Fighting	d6
Repair	d6
Science	d4
Shootin	d8
Taunt	d6
Thievery	d6
Research	d8

Edges & Hindrances

Investigator (+2 to Research and certain Notice rolls)
Elderly (-1 to pace running, agility, strength and vigor tests)

Inventory

Notepad and pencil. Painkillers, chalk, police badge, magnifying glass and a .38 revolver with 12 rounds in a leather holster strapped around his chest. Cigarettes and lighter.

He wears a blue-gray suit, a heavy coat and a hat.

Detective Lt. Lewis Chapman - The police investigator

Lewis is a 59 year old rugged police officer with more than 30 years of experience in the streets of New England. He has seen a lot of weird things during his career and his conviction on the validity of his reports has earned him the ridicule of the entire police department.
The most prominent incident that gave him this reputation was a murder case where the suspected murderer was found guilty while Lewis testified in court that the accused was being controlled by an amormpous creature that had planted one of its pseudopods or tentacles at the back of the accused's head. The defendant was sent to the sanatorium as he was showing severe signs of mental instability while Lewis had to undergo several sessions of psychiatric monitoring and assistance. Despite his convictions, Lewis never found out what that amorphous creature was. However, he had managed to collect a sample of the ooze that it excreted which he keeps inside an old hollowed out zippo lighter. He hopes to be able to one day find a way to examine this sample further.
Lewis lives alone in a small apartment and a call at 2AM woke him up. There has been some sort of incident related to an alleged murder on a ship just a few miles off the coast of Providence. He is ordered to go to the docks where the coast guard will take them to the ship. A flare gun with one flare is given to Lewis' assistant, detective Austin O'Donnell, which they are to use to signal the coast guard to come back and get them to shore once the investigation is complete.

Ideal - Hard work is a virtue on its own.

Goal - I need to find out what is the deal with all this weirdness. I can't possibly be the only one who has seen these things. There must be others out there who know.

Secret - Lewis recently found that he is suffering from lymphoma and has less than six months to live. He is regularly taking painkillers to help him go through the day.

Sarah Robinson

Agility	d6
Smarts	d10
Spirit	d8
Strength	d4
Vigor	d6

Height	55" (167cm)
Weight	107 lb (53kg)
Pace	6
Parry	4
Toughness	5

Skills	
Athletics	d6
Common Knowledge	d6
Notice	d6
Persuasion	d10
Stealth	d4
Fighting	d4
Performance (Acting)	d6
Academics	d8
Intimidation	d8

Edges & Hindrances

Attractive (+1 performance & persuasion)
Charismatic (reroll Persuasion roll)
Hesitant (draw 2 action cards and take the lowest except on joker)

Inventory

Briefcase with stationery, copies of the employment contracts of the crew and a fine fountain pen.

Cigarettes and fancy lighter. Wears fine clothes with high heels and a heavy coat on account of the stormy weather.

WOUNDS -1 -2 -3
INC -2 -1
FATIGUE

Sarah Robinson - The attorney

Sarah is the lawyer representing the shipping company A2 Global that owns this ship. She is a 29 year old charismatic and talented lawyer and she has been selected to handle this crisis by the company because she was the only one available at 2 AM on a sunday.

Normally, her high moral standards would disqualify her from being handed this task. Her boss, Josh Doyle (male, 47, Doyle & Silva partner) personally called her in the middle of the night to hand her the task of representing the accused sailor and making sure that the sailor, instead of the company, takes the blame.

This doesn't sit well with Sarah but her boss is already adamant with her and the implied threat is that if she fails at this she will be fired and disbarred. A2 Global is the exclusive client of the firm so screwing this up could be a major problem for Doyle & Silva.

Ideal - It is better for a hundred guilty to go free than one innocent person be convicted falsely.

Goal - I've had enough of the threats from Josh. If he tries to destroy me then I'll take him down with me.

Secret - Sarah knows that one of the members in the group has a secret second life. Antoine Welch is known as 'Michel the Oracle' among those that dabble in the occult. Sarah went to one of his séance sessions to ask questions regarding her husband who was missing in the fields of Europe during the great war. The Oracle probably won't remember her. That day the Oracle told her that her husband is always around her, looking out for her.

Trivia- Sarah is extremely allergic to crustaceans and will not even go near them, let alone eat them.

Dr. Lee's Journal

September 8th 1920

This morning the Greek 1st officer with his entourage visited me to let me know that I am to be confined in the hospital in quarantine much like the rest of the crew. This is outrageous! It's been five days since the incident and there has been nothing resembling a virulent disease on board the ship.

I don't like how the captain is handling this situation. It is clear that he has his trusted lackeys and himself excused from the quarantine while the rest of us sit to rot in our rooms.

September 18th 1920

We've been informed that the quarantine will end in two days. I have not been asked to give an expert opinion on this charade. Whatever the reason for this selective quarantine of two thirds of the crew I have had enough of this. I am handing in my papers to leave the ship as soon as possible.

October 8th 1920

I have noticed sailors tailing me. Things are becoming very strange on the ship. I feel that I am being treated as a pariah by some of the crew members that are closer to the captain. I've been asking the captain about my application but he seems to always be too busy to give me a proper answer. We are going to be passing near Newport, Rhode Island soon. I hope that the captain will allow me to disembark there.